

WHAT IS CLAIMED IS:

1. A media player, comprising:
  - a storage to store content files;
  - a user interface allowing a user to make content selections;
  - 5 a content database to manage relationships between content selections and the content files; and
  - a processor to perform at least one organizational task on at least one of the content files based upon the content selections.
2. The media player of claim 1, wherein the content files are music files.
- 10 3. The media player of claim 1, wherein the content files are video files.
4. The media player of claim 1, wherein the user interface further comprises a display and control buttons.
5. The media player of claim 1, wherein the user interface further comprises a display and an alphanumeric keypad.
- 15 6. The media player of claim 1, wherein the organizational task further comprises sorting the content files.
7. The media player of claim 1, wherein the organizational task further comprises searching the content files.
8. A method of updating content on a media device, the method comprising:
  - 20 receiving a user input signal to identify a selection of content files;
  - accessing a database, wherein the database provides a list of content files associated with the selection of content files.
  - connection of the player to a source of content; and
  - executing at least one predefined rule to perform at least one operation on at
  - 25 least one content file associated with the selection of content files.
9. The method of claim 8, wherein the source of content files is a media server.

10. The method of claim 8, wherein the source of content files is a network.
11. The method of claim 8, wherein the operation further comprises adding at least one content file to the media player.
12. The method of claim 8, wherein the operation further comprises deleting at least one content file from the media player.
13. The method of claim 12, wherein the operation further comprises transferring the content file to the source of content prior to deleting the content file from the player.
14. The method of claim 12, wherein the rule further comprises transferring content to fill play lists sequentially.
15. The method of claim 12, wherein the rule further comprises transferring content across play lists.
16. A method of adding content on a media player, the method comprising:
- receiving a user input signal at the player, wherein the user input signal identifies a selection of content files;
  - accessing a database, wherein the database provides a list of content files associated with the collection of content files;
  - determining if any content files in the list of content files do not exist on the player;
  - connecting the player to a source of content; and
  - adding any content files not already existing on the media player.
17. The method of claim 16, wherein adding any content files not already existing on the media player further comprises filling play lists sequentially.
18. The method of claim 16, wherein adding any content files not already existing on the media player further comprises transferring files across play lists.
19. An article containing machine-readable code that, when executed, causes a machine to:

receive a user input signal to identify a selection of content files;  
access a database, wherein the database provides a list of content files  
associated with the selection of content files.  
connect the player to a source of content; and

5        execute predefined rules to perform at least one operation on content files  
associated with the selection of content files.

20. The article of claim 19, wherein the code causing the machine to execute  
predefined rules further comprises code that, when executed, causes the machine to  
add content files to the media player.

10    21. The article of claim 19, wherein the code causing the machine to execute  
predefined rules further comprises code that, when executed, causes the machine to  
delete at least one content file on the media player.

22. The article of claim 21, wherein the code causing the machine to execute  
predefined rules further comprises code that, when executed, causes the machine to  
15    transfer the content file to the content source prior to deleting the content file from the  
player.

23. The article of claim 20, wherein the code causing the machine to execute  
predefined rules further comprises code that, when executed, causes the machine to  
transfer content to fill play lists sequentially.

20    24. The article of claim 20, wherein the code causing the machine to execute  
predefined rules further comprises code that, when executed, causes the machine to  
transfer content across play lists.

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